

FIG. 1

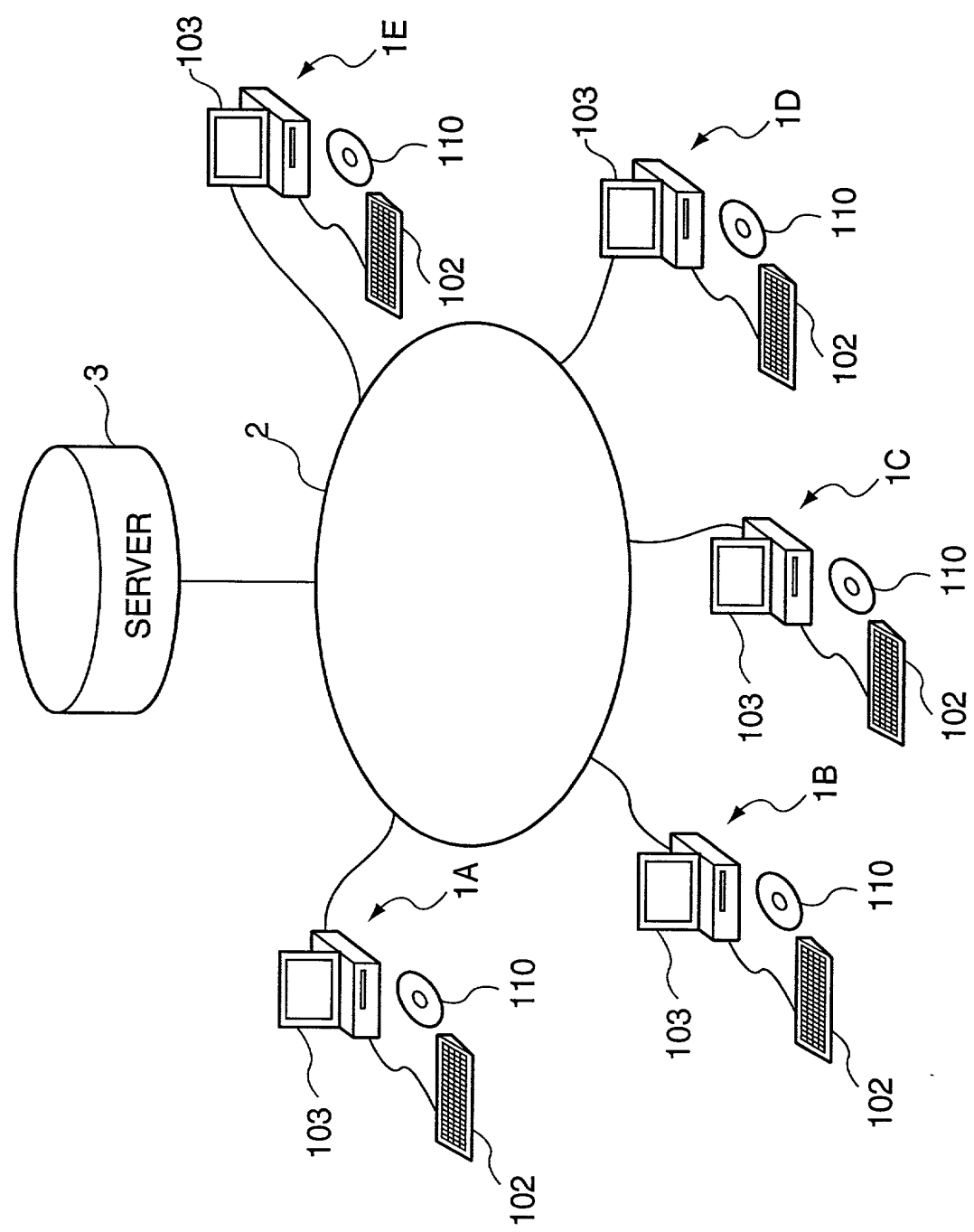


FIG.2

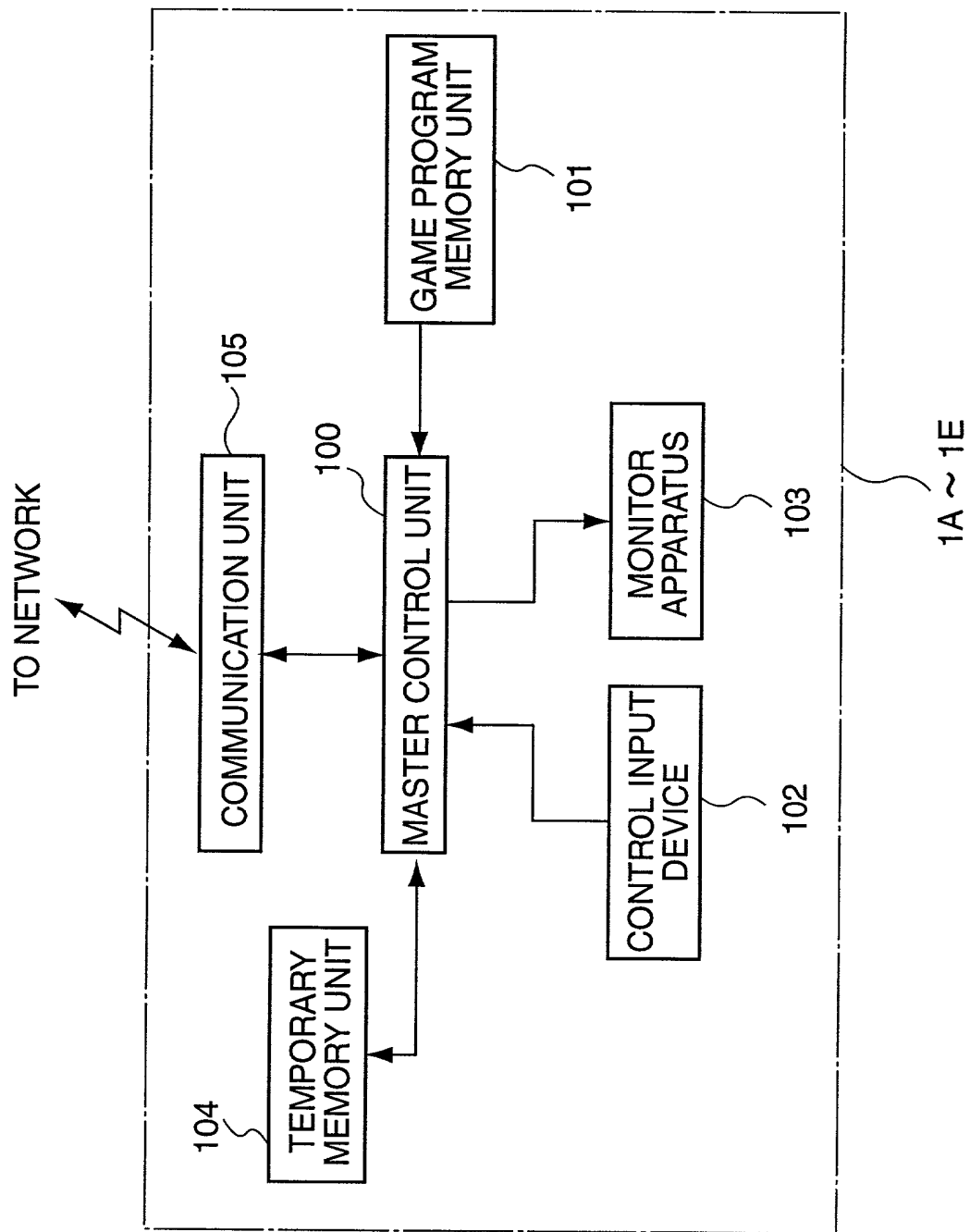


FIG. 3

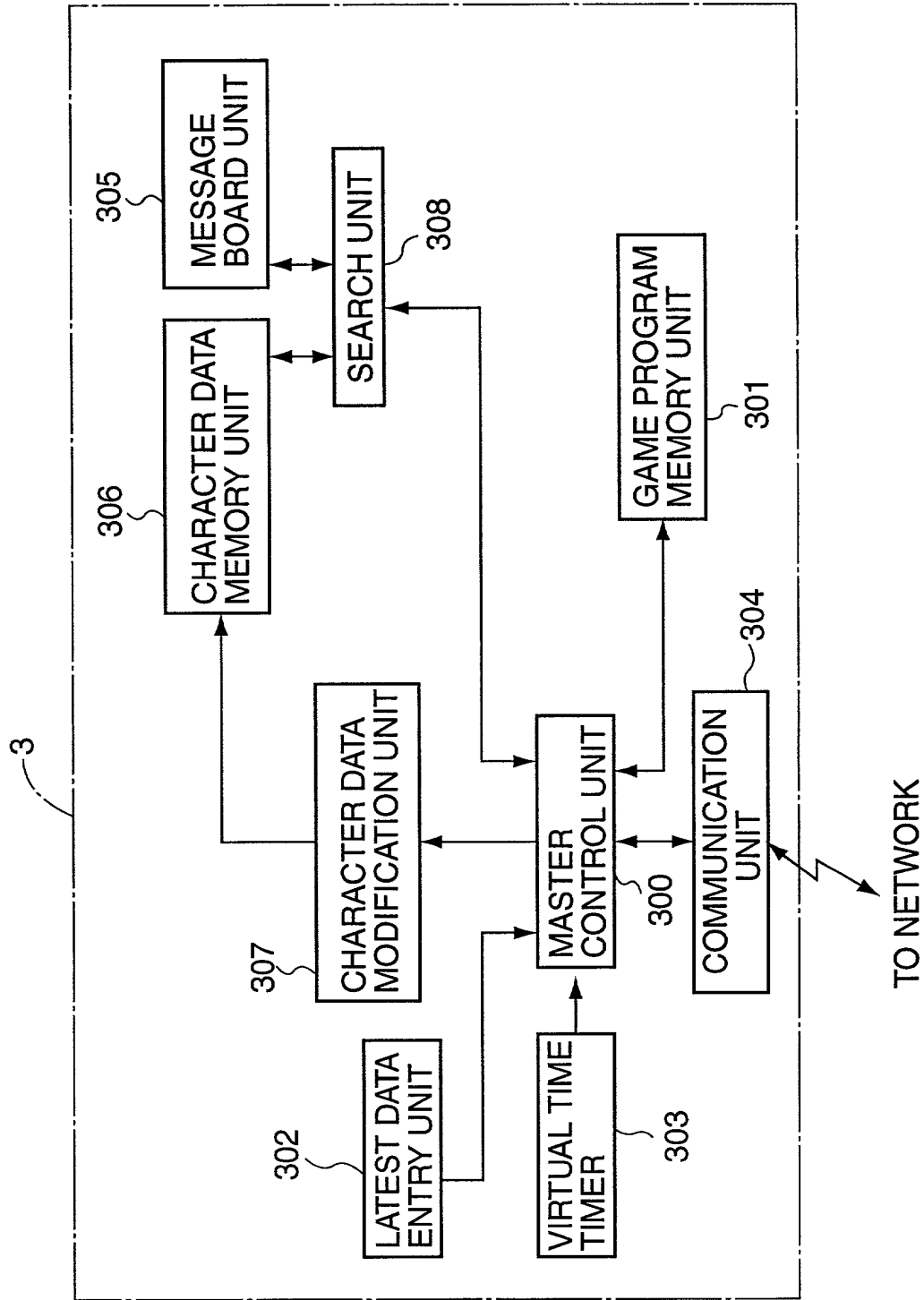


FIG.5

PASSWORD INPUT SCREEN

The screen displays a logo for "WEB 2.0 网络足球" (WEB 2.0 Network Soccer) with "NETWORK LEAGUE" written below it. To the right is a cartoon character wearing a cap with the letter "K". Below the logo and character are two input fields: "NAME" and "PASSWORD". An "ENTER" button is located to the right of the "PASSWORD" field.

NAME

PASSWORD

ENTER

FIG.6

BOARDINGHOUSE SCREEN (MAP SCREEN)

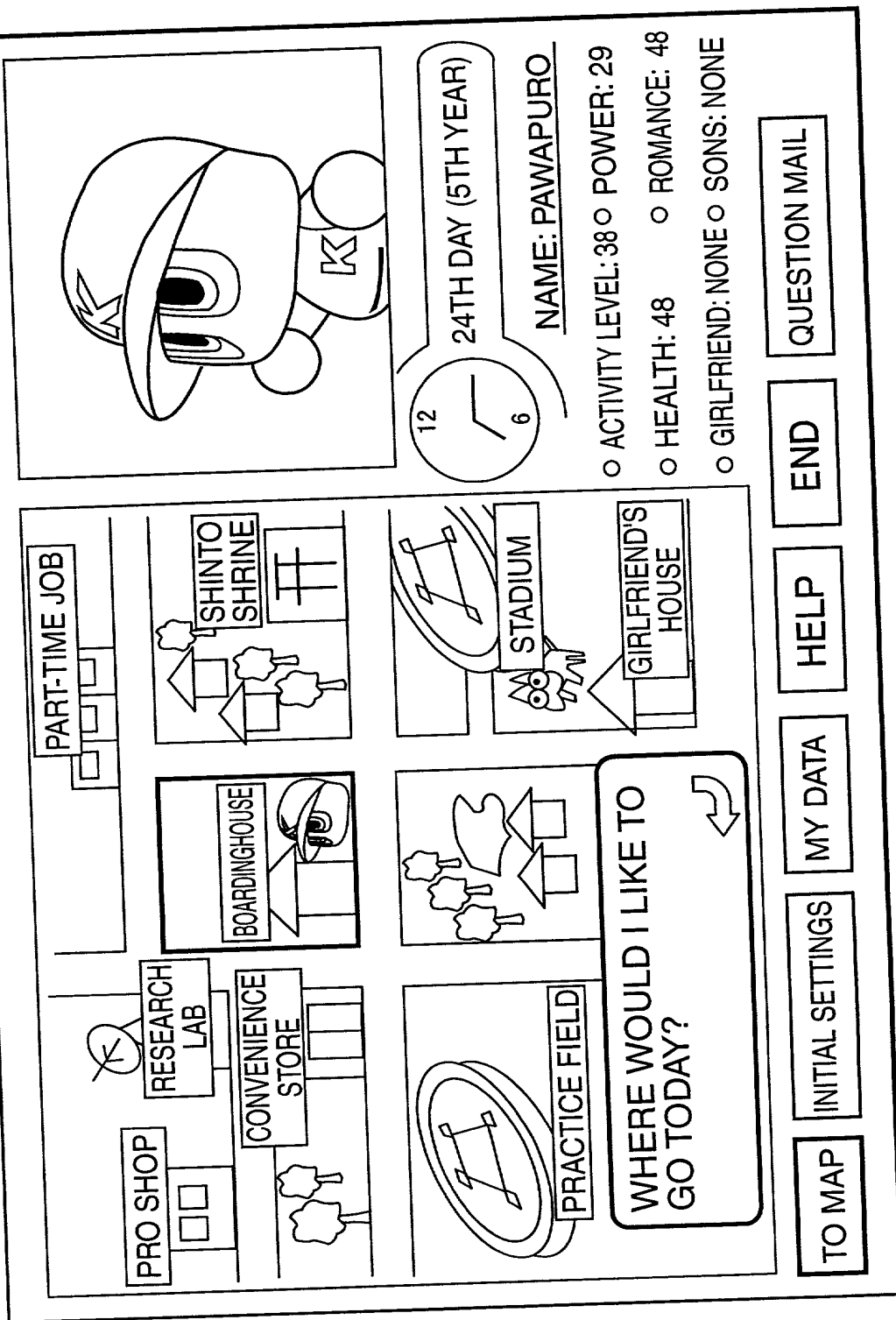


FIG.7

LOCKER ROOM SCREEN

WEB 711
バレーボール
NETWORK LEAGUE

LOCKER ROOM

RETURN

END

EXIT

SOLICIT CHALLENGERS

TABLE	
NORIO	4 GAMES 2 WINS COMPETE
YOSHIO	2 GAMES 1 WIN COMPETE
TAROU	2 GAMES 0 WINS COMPETE
YAMADA	4 GAMES 1 WIN COMPETE

MESSAGE

WOULD SOMEONE LIKE TO PLAY AGAINST ME?

4:20: WOULD SOMEONE LIKE TO PLAY AGAINST ME?
4:10: _____
4:05: _____
3:25: _____

☐ DECLINE INVITATION

SOLICIT TEAMS

FIG.8

STADIUM SCREEN

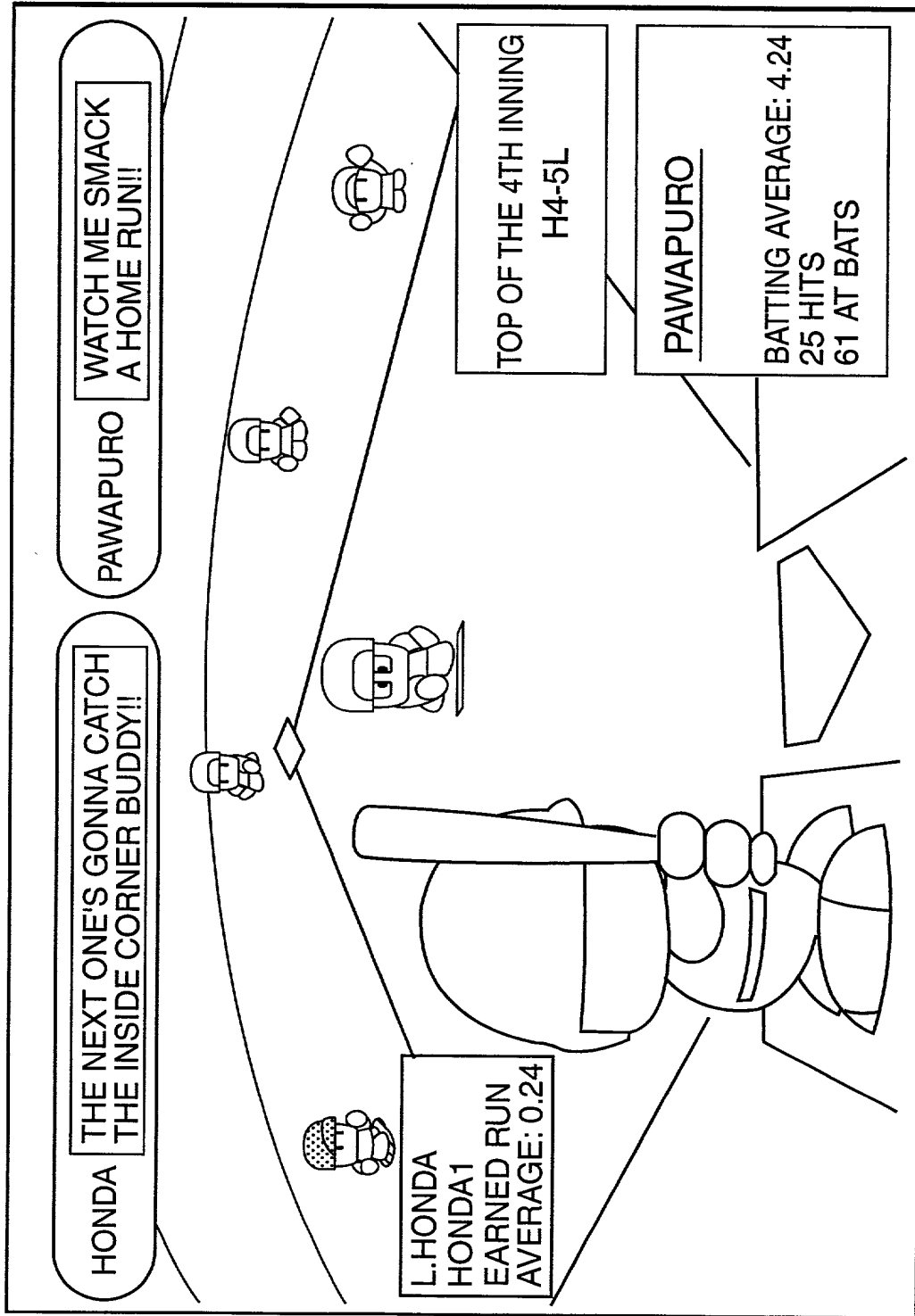


FIG.9

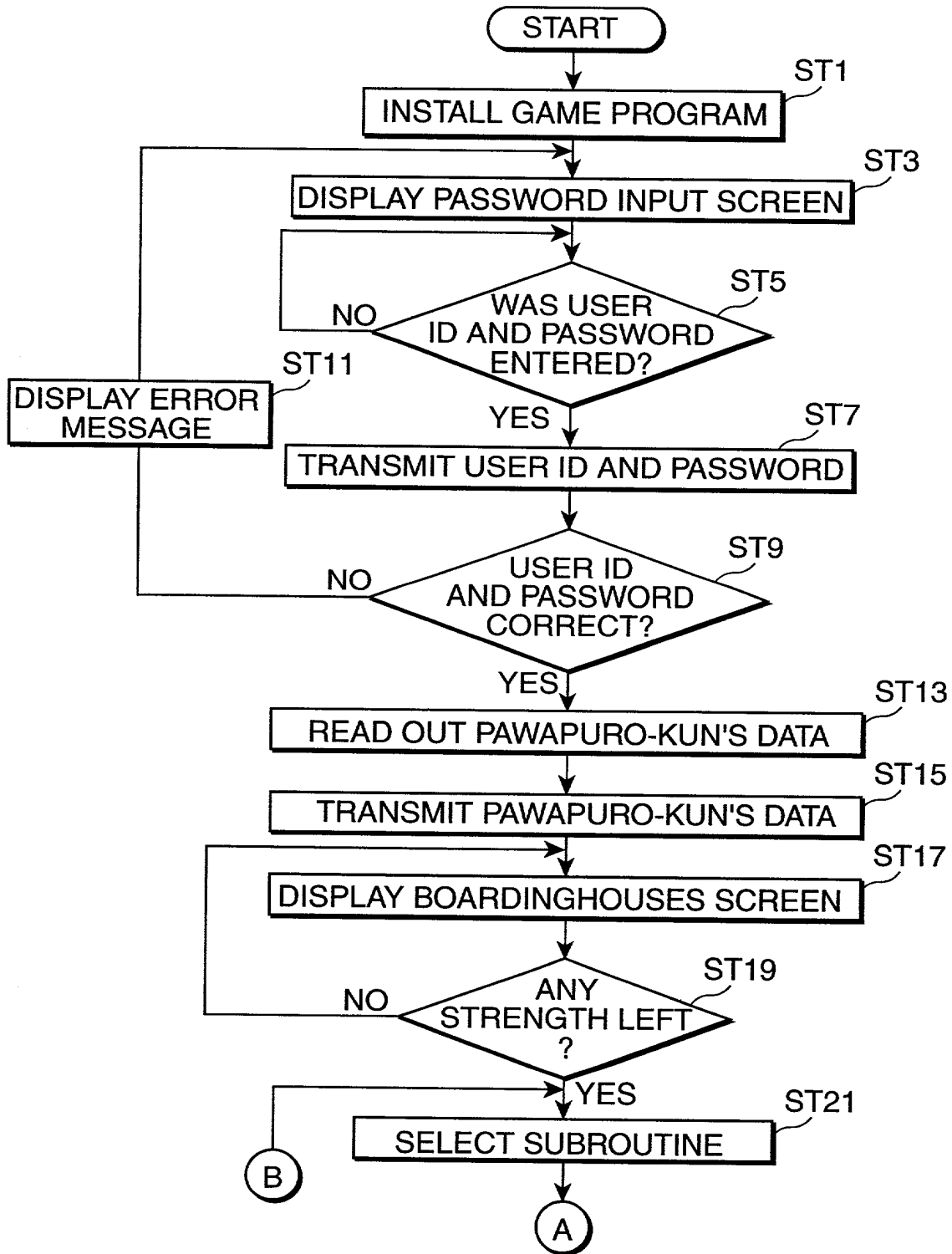


FIG.10

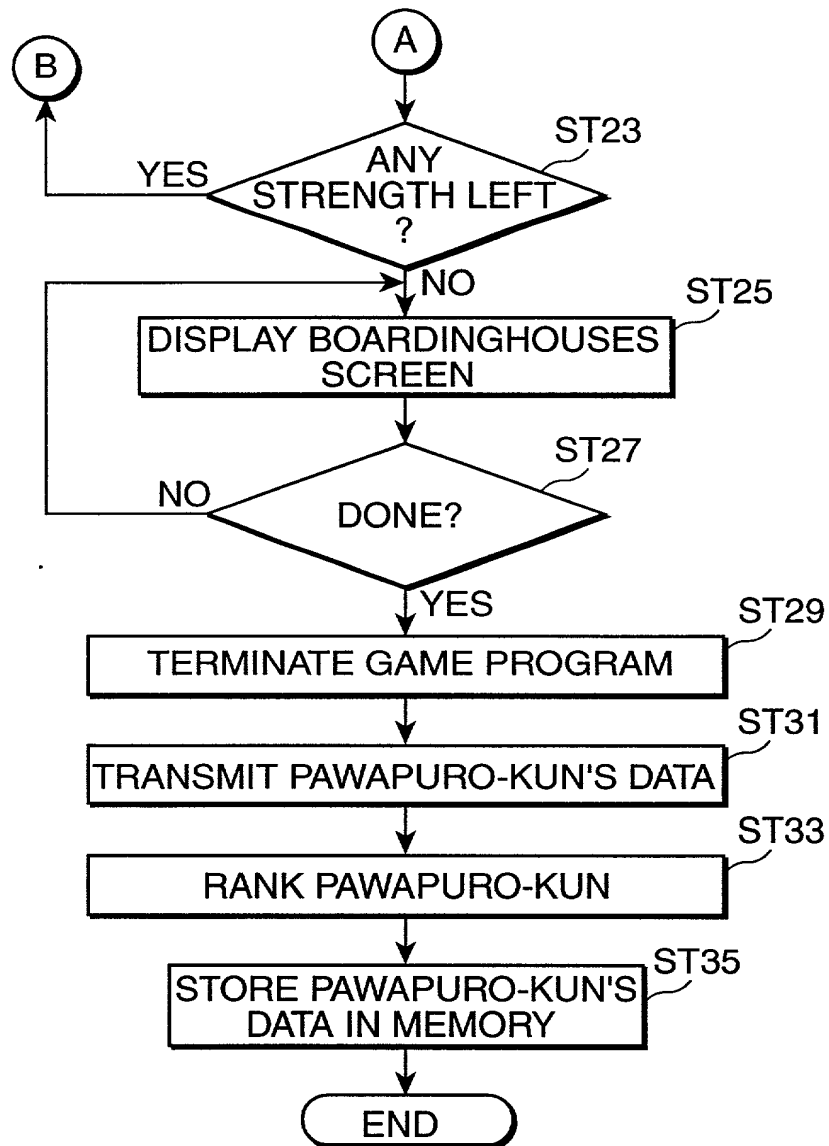


FIG.11

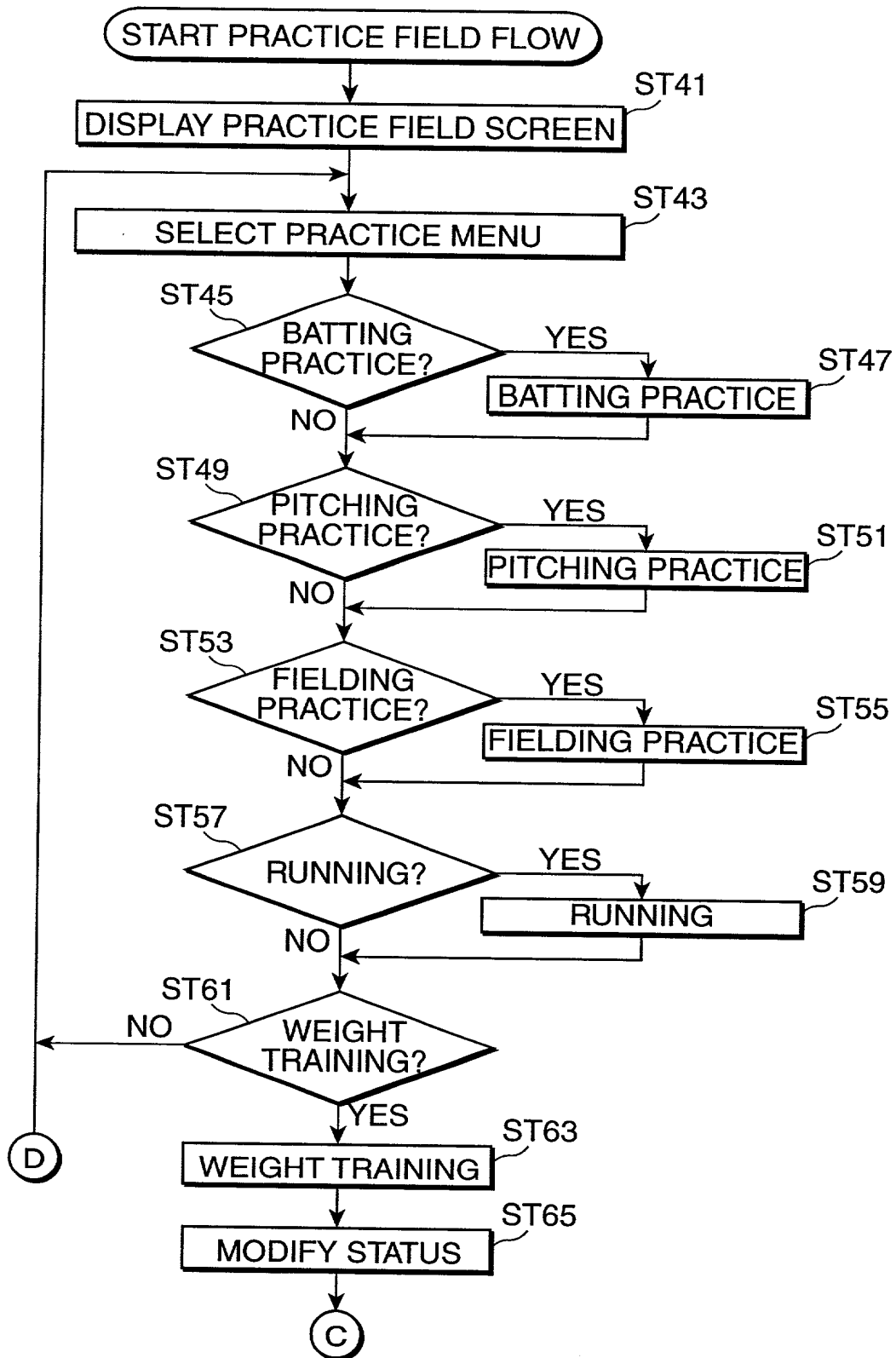
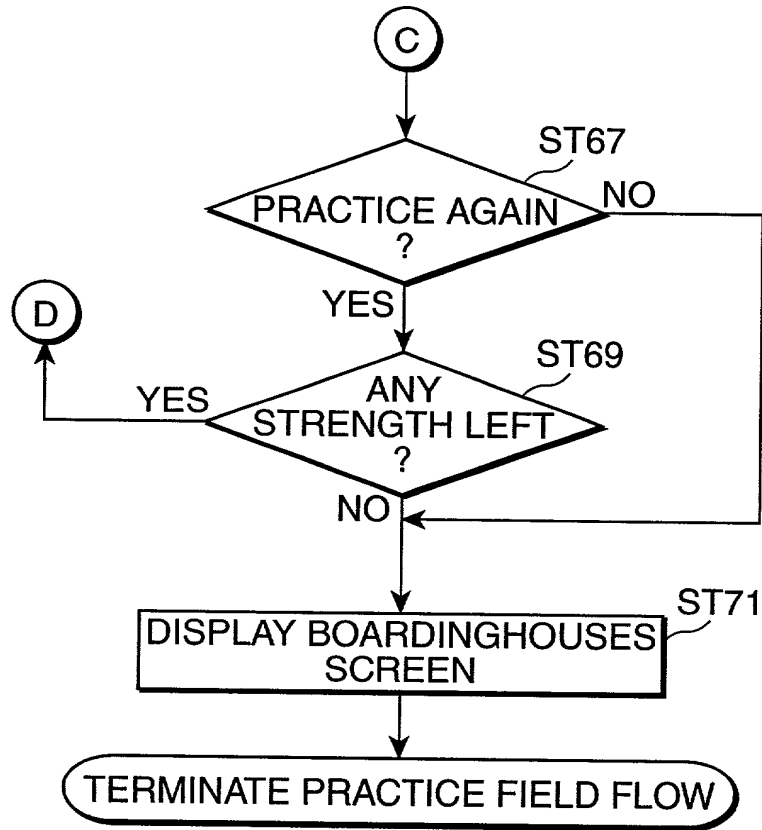
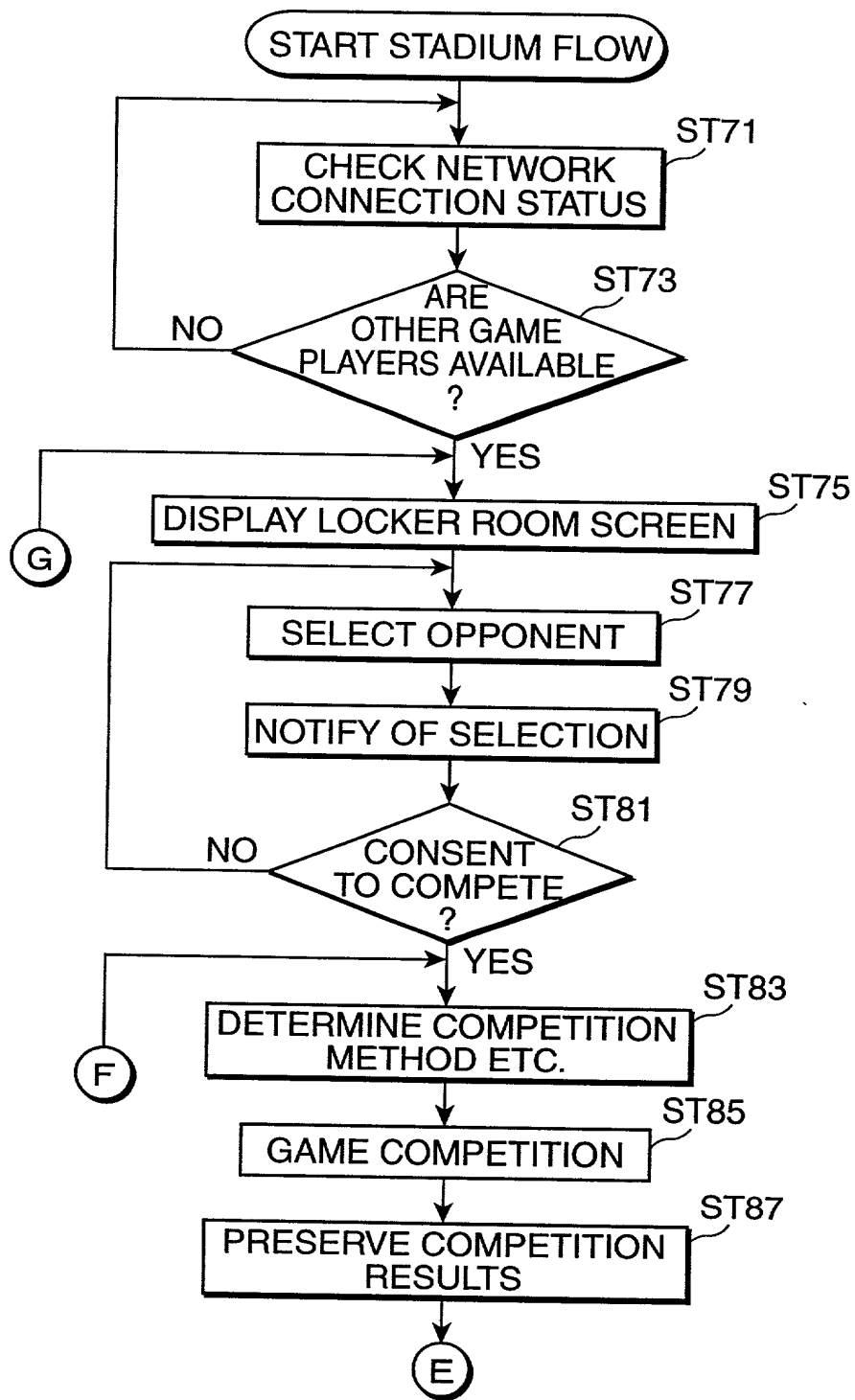


FIG.12



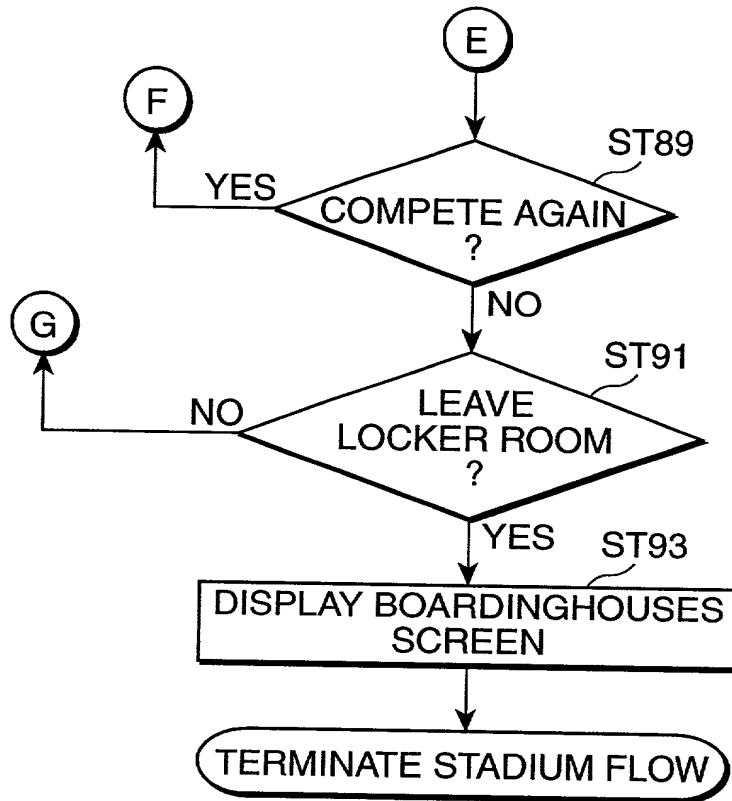
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FIG.13



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FIG.14



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